PITCH TYRANT

Undead Spirit of Blighted Soil

Habitat: Desert, Mountain, Planar (Elemental Plane of Earth, Shadowfell); **Treasure:** None

Pitch tyrants are undead creatures that embody entropy and the total destruction of life energy when undeath is allowed to run rampant. When the land is utterly disregarded, desecrated, and corrupted by necromancy, sometimes this can horribly twist a spirit of elemental earth into one of these creatures. Once an elemental spirit becomes a pitch tyrant, they know only the all-consuming hunger for the vitality they were once suffused with in abundance. They wander the wasteland of their homes seeking to fulfill their desperate hunger for nutrients by incorporating any organic matter they find, along with any elemental earth that has not yet been corrupted.

PITCH TYRANT COMPOSITIONS

1d6	The Pitch Tyrant's Body Features...

1	The skeletons of several dead creatures.
2	A dulled vein of iron or other ore.
3	Rubble or pieces of a ruined structure.
4	Gnarled and dead trees or plant roots.
5	Heaps of decaying matter.
6	A smattering of fish skeletons and sea shells.

Pitch Tyrant

Large Undead (Elemental), Neutral Evil

AC 17 **Initiative** -1 (9)
Hit Points 147 (14d10 + 70)
Speed 30 ft., Burrow 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 8	-1	-1	**CON** 20	+5	+5
INT 4	-3	-3	**WIS** 10	+0	+0	**CHA** 4	-3	-3

Immunities Acid, Necrotic, Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Resistances Bludgeoning, Piercing, Slashing
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10
Languages Primordial (Terran)
Challenge 8 (XP 3,900; PB +4)

Traits

Earth Glide. The pitch tyrant can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Earthen Regeneration. The pitch tyrant regains 5 Hit Points at the start of each of its turns as long as it has at least 1 Hit Point and it is within 5 feet of earth, stone, or metal.

Flammable Body. When the pitch tyrant takes any amount of fire damage, its body begins to burn, causing it to take 4 (1d8) Fire damage at the start of each of its turns until it uses an action to put out the flames, or burrows entirely beneath the ground with its movement.

While burning, the Emanation of its Noxious Fumes expands from 10-feet to 30-feet and any creature it has subsumed takes the fire damage as well.

Noxious Fumes. Each living creature that ends its turn in a 10-foot Emanation originating from the pitch tyrant takes 4 (1d8) Poison damage and is Poisoned until the end of their next turn.

Siege Monster. The pitch tyrant deals double damage to objects and structures.

Actions

Multiattack. The pitch tyrant makes two attacks, using Slam or Sludge Launch in any combination.

Slam. *Melee Attack Roll:* +9 to hit, reach 10 ft. *Hit:* 16 (2d10 + 5) Bludgeoning damage plus 7 (2d6) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17) from one of two appendages.

Sludge Launch. *Ranged Attack Roll:* +9 to hit, range 60/80 ft. *Hit:* 8 (1d6 + 5) Bludgeoning damage plus 14 (4d6) Acid damage.

Salt The Earth (1/Day). The pitch tyrant absorbs nutrients from all plants and soil in a 100-foot Emanation, regaining 27 (5d10) Hit Points. All plants in the area wither and die, and nothing can be grown in the soil within the area for the next 365 days. Plant creatures in the area take 27 (5d10) Necrotic damage.

Bonus Actions

Subsuming Tar. *Strength Saving Throw:* DC 17, one Large or smaller creature that has the Grappled condition from the pitch tyrant. *Failure:* The target is pulled into the pitch tyrant's space and becomes subsumed by black tar. The pitch tyrant can have only one target subsumed at a time.

While subsumed, the target has the Restrained condition and immediately begins to suffocate. When the pitch tyrant moves, the subsumed creature moves with it. If the target dies while subsumed, its body is destroyed and the pitch tyrant regains 10 Hit Points.
A creature of elemental earth who is slain in this way becomes a new pitch tyrant, sloughing off of the pitch tyrant that subsumed them in 1d4 hours.

The subsumed target or a creature within 5 feet of the pitch tyrant can take an action to make a DC 17 Strength (Athletics) check. On a successful check, the target is no longer subsumed and moves to an unoccupied space within 5 feet of the pitch tyrant.

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